

*The South Shore Atari Group  
Newsletter*



**HAPPY  
HALLOWE'EN!**

**IN THIS ISSUE:**

EMPIRE Review \_\_\_\_\_ page 4  
Chet Freeman  
Michtron BBS History \_\_\_\_\_ page 6  
Dana Jacobson  
September Meeting Notes \_\_\_\_\_ page 7  
Gary Effner  
One Ringy Dingy \_\_\_\_\_ page 8  
Pat Manzo  
PD Library Listing \_\_\_\_\_ page 10

**SSAG**

**ISSUE #**

**111**

**OCTOBER '88**

**\$1.00**





*South  
Shore  
Atari  
Group*

The S.S.A.G. Newsletter is a monthly publication of the South Shore Atari Group, and is provided free of charge to S.S.A.G. members. We will gladly trade issue for issue with other Atari user group newsletters.

Correspondence should be directed to:

Dave Read  
1331 Washington St.  
Abington, MA 02351

I can also be contacted via the following BBS systems:

SSAG BBS	331 - 9640
Harbour Light	472 - 1503
Toad Hall	567 - 8642

*S.S.A.G. Steering Committee*

Current Members:

Kevin Champagne  
Gary Effner  
Chet Freeman  
Dana Jacobson  
Dave Read  
Larry Steeves

Membership is voluntary and open to all members.

S.S.A.G. meets on the third Friday of each month at Computer Cache in Quincy. (See map elsewhere...)

Membership dues fee is \$10.00 per year. (You may chose a six-month membership at \$5.00, if you prefer.)

The first meeting is free.

We hope to see you there!

**UPCOMING MEETING TOPICS:**

October -  
Pat Manzo on PC Pursuit  
November -  
John Burke MID Demo  
December -  
Winter Party

And in 1989:

Desktop Publishing  
Beginner's Night  
Game Night  
More MIDI

And more!

and please keep in mind that S.S.A.G. is always in need of volunteers to help with all aspects of producing the newsletter, maintaining and adding to our PD Library and doing presentations and/or demonstrations at our monthly meetings.



# ***Computer Cache***

**CORPORATION**

***SALES - SERVICE - SUPPORT***

273 WILLARD STREET, QUINCY, MA 02169

VOICE: (617) 472-1502 BBS: (617) 472-1503 FAX: (617) 472-1504

## **Halloween Specials:**

**Zoom [Generic] 2400 BPS Modem**

**\$159.95**

**Hardware Special:**

**Atari 520STFM Monochrome System**

**\$599.00**

**Mouse Mats \$5.00**

***20% Off ALL ST Software!***

**Specials Good Only At S.S.A.G. Meeting,**

**Friday, October 21, 1988**

**273 Willard Street, Quincy, MA 02169**

**(See map on rear cover)**

VOICE: (617) 472-1502 BBS: (617) 472-1503 FAX: (617) 472-1504



# EMPIRE

## *Game Review By Chet Freeman*

I haven't pulled an "all nighter" for years (I am getting too old for that kind of stuff). I don't think I ever pulled one for a computer game before - not even when I first brought "Dungeon Master" home. And, "Dungeon Master" may be to the ST what Visicalc was to the Apple, Star Raiders to the Atari 8bit, and Lotus 123 to the IBM PC: the program that was reason enough alone to buy the computer.

But there I was, Sunday morning, with the sun coming up. I thought it was still before midnight, but then I realized I did not live in the land of the midnight sun. I had been thinking my eyes were stinging a bit too much, but attributed it to my cold. I was in a mild panic as I realized I would have to babysit my three active, young sons the next day without any sleep. So I saved the game and caught a few winks.

But there I was Sunday - mid-morning - playing it again. And, I was still playing it that evening when my wife got home. I knew I was in trouble - and that's why you're reading this review. Otherwise I would still be playing the game rather than writing this review.

The sub-title of "Empire" is "The Wargame of the Century." Wargames are not for everyone. Most people seem to prefer arcade games, or maybe adventure games - but if you like computer strategy games or simulations, this game is for you.

When I first heard that Interstel was bringing this game out for the ST through Electronic Arts I thought they were crazy. An earlier version of this game has been available on main frames since the late '70's and as public domain game for the IBM PC for

several years (although it was not supposed to be in the public domain.) How could they expect people to pay top dollar (\$50) for such a game?

I have played the IBM version (for a few moves.) With +, x and o and other letters for units and terrain, and countless keystrokes to command one's units, it's just not the same game. I gave up on the PD version. There is even a version of this game for the 8bit which appeared in the old Softside magazine (RIP.)

Why, then, did I decide to get this game? Because in the short time it has been out, it has leaped to the top of the Strategy Top 50 ratings in "Computer Gaming World" magazine. I also read three reviews, plus an editorial comment in ST X-Press, all saying how good (and addictive) it is.

I have attested above as to how addictive it is. How good is it?

Living up to a claim of "wargame of the century" is a tall order. It has been out for over 10 years which says alot, but there are 10 more years to go till the turn of the century.

I hope (and think) that there will be better ones before the turn of the century. Let me hasten to add that it is a good game and you should get right down to the Computer Cache and pick it up.

There are some immediate improvements I could suggest. First the manual even states that future versions will allow interactive play over a modem. I want that now! (It does permit play by mail or modem -non-interactively now.)

Second, the world is not round (ala the Ultima series.)



## The South Shore Atari Group Newsletter

It is and it should be.

Third, stacking should be permitted (other than ships and planes in cities, it is not.)

Fourth, there are only three types of terrain (land, cities, and water). There could be more variety. There is also an inconsistency with the real world because placing either land or air units in a continuous line illogically blocks the movement of the other type.

Fifth, there is only one type of land unit (armies) and one type of aircraft (fighters) whereas there are six types of ships (subs, destroyers, cruisers, battleships, carriers, and troop transports.) There should be infantry, tanks, and artillery and fighters and bombers, at least.

Sixth, the key to winning the game is conquering cities and selecting the right type of unit to have it produce. There is no provision for supply or supply lines once the unit is created.

Seventh, there is no provision for command and control problems.

I suppose I could go on. The point is, while the game is good - it is not perfect. But it has a lot of good things going for it.

Up to three human or computer players can play. Handicapping on any player is permitted. There are pre-set world maps, but the computer will also generate random ones, or you can edit either one.

The basic concept of the game is simple. Each player starts with one city. Each city can be set (and reset) to produce one type of unit. Only coastal cities can produce ships. The length of time to produce armies is only 5 turns (6 for the first one). Other types take longer (up to 60 for a battleship.) Armies (only) can conquer other cities. The usual world has a lot of water and transports are needed to move armies across water. The strength and speed of the unit types varies. The world is explored, cities conquered, set to produce more units, and enemy units and cities found and attacked. To win all the cities must be conquered but the computer will offer to resign before that point is reached. The final victory screen is not worth continuing the game for.

The GEM/mouse user interface is great. Keyboard commands are available and are sometimes easier. Toward the end of the game there are many units (potentially several hundred per side.) When a unit is

individually commanded by holding down the left mouse button, a temporary line extends from the unit's current location to the destination until the button is released finalizing the selection. This is very easy, but the program also includes some time saving commands to put units in automatic mode with artificial intelligence routines. New planes being produced can follow a set flight path to the front. Ships can patrol a certain path or escort another ship. Units can be told to go in a certain direction or go home. Only a portion of the 98 by 58 square map can be viewed in the playing mode, but it automatically scrolls as you near the edge of the currently viewed portion, or the window sidebars can be used. There are status reports available for a world map, game victory status, ship location, and production.

The fog of war is excellent. You start out only seeing the square your unit is in, and the eight adjacent squares. Other squares or enemy units become visible as units move near them. Once contact is lost, an enemy unit's position is not updated. If your units are attacked by another player you receive a battle report and can replay the attack from your viewpoint.

In summary, the game mechanics are simple and well implemented; the overall strategic play is what makes the game fun and addictive. Tactical options are limited, but if you like grand strategic wargames, this one is for you. □

### GAMERS!

S.S.A.G. News is always looking for reviews of game software for the Atari. New titles and old, it's the gamer's viewpoint that makes the difference. Of course we're also interested in first-hand reports on ALL Atari software, but since entertainment titles are so difficult to quantize, subjective opinions are most important in aiding the potential user.

If you've got any tips or suggestions for getting more from a piece of software (Game or otherwise), we'd like to see that too. Even if your tip is only a sentence or two in length, send it to S.S.A.G. News!

All contributors will receive the appropriate issue by First-Class Mail, hot off the photocopier!



# Starting Your Own BBS

## Part Two:

### *Tim Purves and MichTron BBS – A Brief History*

By Dana Jacobson

The MichTron BBS program was written by Tim Purves. Because I am a regular user at the MichTron product-support BBS [Griffin BBS (313) 334-5700], I thought that I would go directly to the source and get a little background for this article. Tim was gracious enough to reply to my many messages and ultimately, he phoned and granted me an interview.

While attending college in 1978, he thought that he would "play around" and build his own computer. This resulted in the advent of a small computer based on the RCA 1802 micro-processor, the same computer chip they put in early satellites. This little computer had a whopping 256 bytes of memory at first, and later it would have 4K of static memory and a terminal interface.

Tim quickly outgrew this little system. After receiving an income tax refund, he scurried down to the local Radio-Shack with all the money that he had in the world and bought his first "real" computer: the TRS-80 model I, with an unheard of 16K of memory (half the memory it takes to display a screen on the ST!). He "cut his teeth" writing in

Z-80 machine code on this system, programming aimlessly just for the fun of it. As fate would have it, while attending a local user's group, he met Gordon Monnier, then of Computer Shack. Tim offered to do some freelance programming for Computer Shack. Gordon's first request was a terminal program for the TRS-80 series. Three days later, Tim knocked on the door of Gordon's office with disk in hand. What he had was a completed terminal program that was marketed, as is. Needless to say, Gordon Monnier was instantly very impressed. The program was sold to Computer Shack for a whopping \$1,000! Success at last, Tim was a published author. Tim then wrote several more programs for the TRS-80 machines.

While attending the CES show in Chicago, Gordon and Tim looked over a newcomer machine called a Sanyo 550, a supposed IBM clone that would require a multitude of software. Tim's first project on this machine would be a new Operating system called DS-DOS+.

Then, a low cost 68000-based machine appeared on the horizon. This was the kind of computer that programmers dreamt about. It had scads of memory, a




speedy 68000 micro-processor, and graphics: the ATARI ST was born! Here, Tim is known for his programs such as MDISK, Michtron Utilities, Dos

Shell, and many others. To-date, he has over 30 published works on several different machines.

The primary focus of this article is yet another fine piece of work, namely MichTron BBS. First born on the Sanyo 550, it was later ported to the Atari ST as version 1.3. The most popular versions for the ST are versions 2.0 and 2.1. With 2.1, Tim introduced multitasking, the ability for a sysop and one user to use the BBS at the same time. It is very uncanny for the sysop to reply to a message while the user is still logged on and reading previous messages. The BBS program has been constantly upgraded and many options have been added since its inception. The program is currently available for the ST and IBM/PC. The current version available commercially is 2.10, but there are two beta-test versions out which are still being tested - 2.167 and 2.170. Currently, version 2.2 has been completed, and once the manual is finished, it will be made

available. Having seen a "history" text file, I can personally tell you that the new version has many new exceptional options, including more transfer protocols.

Sales for MichTron BBS have been sporadic. Of all the versions that have been sold, for all machines, there are less than 3,000 copies sold. Considering the flexibility of the program and its popularity among its users, this writer was greatly surprised to hear how low the sales figures are. Hopefully, with the new version about to be released, these figures will greatly increase. Upgraded versions are a luxury as Tim is the only programmer at MichTron and there obviously are many other projects going on at once; so the BBS program is just one of his "toys". If you're seriously considering starting up your own BBS, I suggest that you at least look at MichTron BBS before making any final decisions. Ask others who run one - most have run other BBS programs before settling down with MichTron's. As far as I'm concerned, there *are* no other BBS programs! □



## September Meeting Notes

The September meeting featured Chet Freeman showing us software simulation. It was rather strange seeing a 520 ST looking like the Atari XL/XE and running Atascii programs. Chet also demo'ed the null modem cable and transfered a file from the 8 bit to the ST using Kermit ST and Chameleon on the 8 bit. Kevin Champagne showed us the Magic Sac system and gave details on its operation. We saw the ST running a Mac program that was designed to help police make composite sketches. A very interesting system indeed. Also, Chris Moore, from RIACE, showed us his system on hooking up a PC 5.25 floppy to the ST. Meeting organization seemed impressive and all went well. □

Contributed by Gary Effner

LAST-MINUTE NOTICE: Wordperfect has extended their User Group Promotion thru December 30, 1988. SSAG members may obtain WP for \$155.00. (A significant discount!) Contact Chet Freeman for more info.





ONE

RING

DING...

## Telecommunications Column

By Patricia Manzo

*[Editor's Note: This column, which was originally intended for the September issue of SSAG News, was inadvertently delayed by unforeseen circumstances. Our apologies to Mrs. Manzo.]*

September already. Kids back to school, cooler days and nights, and of course PCPursuiting.

I realize that there is so much to do these days, but I am equally sure that the BBS addicts will get their on-line time in there somewhere. Especially you PCPursuiters, remember every day from 6:00pm to 7:00am is free time, so when the sun goes down and the cooler temperatures are here, sit down and enjoy visiting with bulletin boards all over the country. What better way to spend a cool summer evening?

How many PCPursuiters out there in SSAG land???????

I thought that this month I would like to ask for some feedback as to what you would like to see

appear in this column, and also if you would like to see this column appear every issue. I welcome any questions you may want to ask, not just about PCPursuit, but about anything dealing with on-line activities. If I can help I will answer your questions, but if not I am sure there will be somebody among the many SSAG members that would be able to. I can be reached on the SSAG board at 331-9640. Just leave me a message.

Now on to business. First of all I will tell you that I am using Flash 1.6 as my terminal program and have a Supra 2400 modem. (purchased from Computer Cache of Quincy for a good price, I might add.) *Are you reading this Kevin?????*

The 2400 baud modem is great because PCPursuit now has, as of this writing, 10-2400 indial and outdial cities. They are, Boston, Denver, Detroit, Houston, Newark, Philadelphia and New York, Atlanta, Washington D.C., and Seattle.

For anybody using Flash there is an excellent .do file to make logging on to PCPursuit very easy. The file is GWPCPD12.ARC and can be found on the SSAG board (of course). It was written by Mark Asbell of Ft. Bliss, Texas, and without it I think I would have given up on PCPursuit a long time ago. It is an auto dialer-very easy to set up, complete with docs, which I must say are very well written and easy to understand. I was talking with Mark and he said he would keep me posted on any new files, to make pursuing easier, he may develop. If you should use this file and like it as well as I do, leave Mark a note on the Atari OH or Atari St board in Houston telling him so. The numbers will be found elsewhere in this article. I am sure he put a lot of time into writing it and would appreciate your comments.

Okay, now on to BBS affairs.

I thought each issue I would give you a few of my favorite boards that support the ST. I will give you a few cities by area code, but if you have a particular area you are trying to find boards in, please leave a message and I will try to get you the numbers. I have a long list of areas and numbers.

This issue I thought I would concentrate on Houston, Texas: D/TXHOU/12 & D/TXHOU/24 (supporting both 1200 & 2400 baud) and Los Angeles, Calif: D/CALAN/12 (only 1200 baud so far).

HOUSTON, TEXAS - AREA CODE 713



## The South Shore Atari Group Newsletter

The Houston boards I call are:

ATARI ST	MICHTRON	541-9160
ATARI OH	FOREM	480-9310
BOOGIE BOARD	FOREM	820-0210
HASTE	FOREM	529-2252
BIT BUCKET	FOREM	776-3699
NASTY	FOREM	568-0978
MEGA BBS	FOREM	339-2995
BOB'S BBS	MICHTRON	482-2381
IMAGRY	MICHTRON	928-3976

All the above boards have a good library of files to download. If you have no files to leave in return for the downloads you may take, just enter into the message bases, which is really what BBSing is really all about. The sysops really appreciate it when the users take the time to leave them a message - a hello - a thank you for letting me be a part of your BBS - really goes a long way. Remember these boards are all financed by the sysops, and they are putting their time and money into it so it will be a good board to be used and enjoyed by all, don't abuse the privilege - follow the rules of the board.

BTW, Don Smith, the sysop of Atari-ST is also the author of the "BY THE NUMBERS" column in ST X-PRESS.

LOS ANGELES [D/CALAN/12 (1200 baud only)]  
AREA CODE 213 my picks for good boards are:

ST X-PRESS	EXPRESS ST	690-1919
MID-CITIES	FOREM	867-5073
ST JUNGLE	FOREM	254-9534
WEIRD CITY	MICHTRON	273-5234
U.S.S. ENTERPRISE	(N/A)	929-9449
SKYLAB	(N/A)	833-7152

The ST X-PRESS board is run by ST X-PRESS magazine and if you are a subscriber, mention it in a message to the sysop and you will receive more time on-line and a higher access level.

I hope that I have been able to make logging on and enjoying PCPursuit and BBSing a bit easier and more enjoyable.

Remember, SSE!!!!!!

Until next issue (hopefully)

PatCPursuit

P.S. It is possible that some of these boards have gone down, but as of this writing they were all working. If you find some newer board that you would like to share with us please leave me a message. ☐

### GOT A BEEF?

Get it off your chest in S.S.A.G. News' Guest Editorial Column, PERSONAL CHOICE.

Feel like raking the Tramiels over the coals for Ataricorp's attitudes toward users, or want to candidly describe what's rotten about a piece of software? Do it here!

PERSONAL CHOICE will present unedited opinions from the end-user. Exercise your right to free speech. Stir things up in S.S.A.G. NEWS!

### THANK YOU!

I'd like to take this opportunity to sincerely thank all of S.S.A.G. Newsletter's recent contributors. Your efforts are helping to provide our members with timely and useful information, and are greatly appreciated. The newsletter is not only growing in size, but in quality as well.

Contributors to this issue:

Gary Effner

Chet Freeman

Dana Jacobson

Pat Manzo



# S.S.A.G.'s

## Public Domain

## Software Library

**#1 — PLAY-IT sounds program w/ various .SND files** ARCX.TTP PLAYIT2.ARC STOOGES.ARC WHATSUP.ARC LAUGH.ARC HAL\_2001.ARC CANTDO.ARC MR\_ED.ARC

**#2 — More PLAY-IT sounds - from 2001 Space Odyssey** HAL9000.ARC ARCX.TTP

**#3 — Digitized sound effects from Star Trek** ARCX.TTP STARTREK.ARC STRTREK2.ARC

**#4 — Various utilities** ARC.TTP ARCX.TTP ARCSH195.ARC DCOPY288.ARC SCHIZO13.ARC NITE.ARC ARC521ST.ARC DISKTOP2.ARC SELECTOR.ARC ARCMENU.ARC CHKDSK.ARC GEMACC.ARC SCRUNCH.ARC

**#5 — Various graphics & digitized sounds/ includes Spectrum anim.** ARCX.TTP BIGMOUTH.ARC YVETTE.ARC BANDDEMO.ARC ANISPEC.PRG MANDEL.ARC

**#6 — Spectrum animations** ANISPEC.PRG EXCITE.ARC WALLS.ARC ARCX.TTP

**#7 — CAD3D animations** ANIMATE4.ARC CUBEDEMO.ARC ARCX.TTP CUBELOGO.ARC STRANGE.ARC

**#8 — CAD3D animations** ANIMATE4.ARC ROBOTARM.ARC ARCX.TTP BILL\_CAT.ARC AMIGA.ARC CRAISINS.ARC

**#9 — CAD3D animations** ANIMATE4.ARC SAUCER.ARC TESLA.ARC ARCX.TTP PRINTER.ARC CHASERS.ARC ROBO\_RAY.ARC

**#10 — CAD3D animations** 42.ARC BOUNCER.ARC SCANNED.ARC ANIMATE4.ARC BRBRSHOP.ARC ARCX.TTP ELMSK31C.ARC

**#11 — CAD3D animations** ANIMATE4.ARC CHESS.ARC ATLANTI.ARC ARCX.TTP OPERATOR.ARC STARWARS.ARC TURBINE.ARC

**#12 — CAD3D animations** ANIMATE4.ARC SEXYCY.ARC GAL.ARC ARCX.TTP ROCKING.ARC VIDEOBOX.ARC WATCHMAN.ARC FLIPPED.ARC

**#13 — CAD3D animations** RAQUEL.ARC ARCX.TTP DREAMS.ARC ANIMATE4.ARC

**#14 — Various utilities** ADDRESS.ARC ICONEDIT.ARC MOUSEDL.ARC REMIND.ARC VIRUS.ARC YARD.ARC ARCX.TTP DISKTOP2.ARC LABELS.ARC ICONED\_2.ARC MOUSEPD.ARC STOWAWAY.ARC VIRUSX12.ARC LABELJRB.ARC CHKDSK.ARC FFORMAT.ARC ETERNAL2.ARC NEOCAL12.ARC RAM-BUFFR.ARC TYPE.ARC VTEST10.ARC ALARMCLK.ARC DCOPY288.ARC RAM-DISK.ARC

**#15 — Various TINY pix/Includes latest versions of TinyView & TinyStuff** TINY3.RSC DEMON2.TN1 FALCON.TN1 LIGHTEYE.TN1 2112RUSH.TNY FRACTAL.TNY MST.TNY PEACHES.TNY TINYSTUF.PRG DEMON4.TN1 GHOSTMBL.TN1 MARSHM2.TN1 BUNNYJO1.TNY HOTTUB.TNY M\_ST\_IBM.TNY



## The South Shore Atari Group Newsletter

TNYVIEW4.PRG FALCOLN2.TN1 LEATH-  
OMP.TN1 OUCH.TN1 DANA2.TNY MAP431.TNY  
OPUS.TNY

**#16 -- Various TINY pix** TINY3.RSC  
PANEL.TN2 SIGOURNE.TN1 STADES.TN1 VIN-  
CEL2.TN1 XWING.TN1 DANAK.TN1 TINYS-  
TUF.PRG SAIL.TN3 SPIKE.TN1 STAYPUF2.TN1  
WEENIE.TN1 YODA.TN1 DANBLAST.TN1 TNY-  
VIEW4.PRG SIGG2Y2.TN3 SSTATON.TN3 TIEF-  
ISH2.TN1 WELLSOFSL.TN1 CABBIE.TN1  
DEMON2.TN1

**#17 -- Various TINY pix** TINY3.RSC  
SMASH.TNY STONEAGE.TNY TRONBIKE.TNY  
XMASOPUS.TNY 63HAWK.TNY  
AQUARIUM.TNY CAPNOPUS.TNY TINYS-  
TUF.PRG SMAUG.TNY  
THBDVAN.TNY  
WATERFAL.TNY  
ZIGGY.TNY  
AATRAIN.TNY  
ARMOUR.TNY COR-  
VETTE.TN3 TNY-  
VIEW4.PRG  
DALEK.TNY TIDAL-  
WAV.TNY WEIRD.TNY  
3STOOGES.TNY  
ALIEN.TNY BUZ-  
ZARD.TNY PANEL.TN3

**#18 -- Various TINY  
pix** TINY3.RSC  
CSTONE.TNY  
ESCHER6.TNY GAR-  
FELD2.TNY LADYHAWK.TNY MOTHER.TNY  
PANIC.TNY SAAVIK.TNY TINYSTUF.PRG  
CYBILL.TNY EYECANDY.TNY GARFIELD.TNY  
LDBILL.TNY OLDSBUK.TNY PIKE.TNY SKY-  
CASTL.TNY TNYVIEW4.PRG DALI.TNY  
FACE.TNY GARFODIE.TNY MONALISA.TNY  
OSCRMURY.TNY PSYCHO.TNY

**#19 -- Various TINY pix** TINY3.RSC  
CAD3D.TNY DEBBIE.TNY MARIA.TNY OPUS-  
BILL.TNY ROBOTTV.TNY SPOCKIRK.TNY  
VANNA.TNY TINYSTUF.PRG CHESS.TNY DRA-  
GON.TNY MRX.TNY PENGY.TNY SPACE.TNY  
STHENGE.TNY VADER.TNY TNYVIEW4.PRG  
CYBER.TNY GREATWAV.TNY NUDEBBS.TNY  
RAY.TNY SPIKE.TNY STHKED.TNY  
YAMATO.TNY

**#20 -- Various TINY pix -- Rated-R**  
TINY3.RSC RAY.TNY HISAILOR.TNY  
NUDE24.TNY NUDE25.TNY NUDE26.TNY  
NUDE27.TNY NUDE28.TNY PLAYMATE.TNY  
TAMMY.TNY TINYSTUF.PRG SPGIRLS.TNY  
LUSCIOUS.TNY SLAVE.TNY TOPLESS.TNY  
TNYVIEW4.PRG SUNNING.TNY MPLAY-  
BOY.TNY PINUP.TNY ST\_HOOKED.TNY WOW-  
TORSO.TNY

**#21 -- Various TINY pix -- Some Rated-R**  
TINY41.ARC CANDI1.TNY CINDY.TNY  
ENTERPR2.TNY GEISHA.TNY INGRID4.TNY  
MODEL.TNY PATTY.TNY PLAYMATE.TNY  
ARCX.TTP CANDI2.TNY DERRIER.TNY  
ENTERPR1.TNY GODDESS.TNY  
MARIANNE.TNY MPLAYBOY.TNY PEN-  
LUST.TNY SLAVE.TNY  
BABE.TNY CHAM-  
PAGN.TNY  
DREAM.TNY FOL-  
LIE.TNY INGRID2.TNY  
MIRIA1.TNY  
NUDE.TNY PINUP.TNY

**#22 -- Publishing  
Partner Clip-art** ICLI-  
PART.ARC CLPMU-  
SIC.ARC LIFECLP1.ARC  
CLIP4.ARC CLIP-  
SYMB.ARC CLI-  
PART2.ARC  
CLP\_GIRL.ARC CARS-  
CLIP.ARC CLI-

PART.ARC CLPTHETR.ARC CLIPART3.ARC  
ARCX.TTP CLIP3.ARC CLIPART9.ARC

**#23 -- Publishing Partner Clip-art** (incomplete)

**#24 -- Beginners' Utilities** An Autodate program  
ST Writer Elite version 2.32 NeoChrome (v.8)  
FirstBase database program

**#25 -- Games and Game Demos** UltimaV demo  
OIDS demo (user interactive) Hero (A Dungeons and  
Dragons-type game)

**#26 -- Utilities and Accessories** NOTE-  
PAD.ACC DESKMAN.ACX FORMAT.ACC  
CALENDAR.ACX SI\_RAM.RSC RAMDISK.INF  
PRTINSTL.ACX SUPERBT.PRG RESTART.PRG  
SUPER\_CS.PRG DIRDUMP.PRG CALC.ACX  
SUPER\_CS.RSC RAMDISK.PRG DESKTOP.INF

### **SWAP-A-DISK!**

Submit a disk of PD software to our  
Library...

If it's accepted by our librarian, you  
may choose any one of our library  
disks in exchange.

(That's almost as good as FREE!)

To be considered, submissions must  
consist of reasonably full single-sided  
diskettes. Entire contents must be  
public domain material.



## The South Shore Atari Group Newsletter

DEGAS.PRT FORMAT.RSC FSELV60.PRG  
GDOS.PRG SUPERBT.DOC FX80.SYS CON-  
TROL.PACX SI\_RAM.DAT SI\_RAM.ACC  
FREERAM.ACX ASSIGN.SYS RMD709.ACX  
PRTINST.PRG SUPERBT.PDC METASYS

**#27 — CAD3D 3D OBJECTS (for use w/  
CAD-3D animations)** 3\_TREES.3D2 COBRA.3D2  
DESKTOP.INF F24.3D2 MANTA.3D2 NOSE.3D2  
RADRDISH.3D2 SHUTTLE.3D2 ARCH.3D2  
COIL.3D2 DISCRAFT.3D2 FLAG.3D2  
MICKEY.3D2 PC\_CLONE.3D2 README.DOC  
TRONTANK.3D2 ATARI.3D2 CONV3D.PRG  
DISK.3D2 LAVI.3D2 NCC1701D.3D2 POD.3D2  
RIPPLES.3D2

**#28 — CAD3D Animations** COKECAN.ARC  
ARCX.TTP THESCUZZ.ARC ANIMATE4.ARC

**#29 — CAD-3D Collection from ANTIC -  
CAD3D 3-D objects/demos** ANIMATE.TXT  
HELMET.3D CITY.3D ALPHOM.3D MONITOR.3D  
ST.3D GRID.TNY CHESS.TNY TINYSTUFF.PRG  
README.TABLE.3D STARSHIP.3D SHUTTLE.3D  
WAACE.3D CUBEGRID.3D YZ.3D SPACE.TNY  
CAD3D.TNY OBJECT.TXT OUTLET.3D  
PIECES.3D FIGHTER.3D SIGNS.3D CAD3D.3D  
STHENGE.TNY TINYVIEW.PRG

**#30 — CAD3D Collection II from ANTIC -  
3-D objects & 3D2 converter** EMPIREA-  
TARI.3D2 DISK.3D2 LAVI.3D2 NOSE.3D2  
POD.3D2 TRONTANK.3D2 3\_TREES.3D2 DESK-  
TOP.INF COBRA.3D2 F24.3D2 MANTA.3D2  
ARCH.3D2 COIL.3D2 RIPPLES.3D2 SHUT-  
TLE.3D2 README.DOC RADRDISH.3D2  
FLAG.3D2 NCC1701D.3D2 PC\_CLONE.3D2 DIS-  
CRAFT.3D2 MICKEY.3D2 CONV3D.PRG  
ARCH.3D

**#31 — ANTIC'S STEREOSCOPIC SLI-  
DESHOW - Double-sided disk** L\_COSTEP.P11  
L\_MANDEL.P11 R\_DARREL.P11 R\_ROOMO.P11  
L\_COILS.P11 R\_20.P11 R\_HOLLOW.P11  
STSLIDE.PRG L\_DARREL.P11 L\_ROOMO.P11  
R\_HOUSE.P11 L\_20.P11 L\_HOLLOW.P11 R\_CAD-  
LOG.P11 R\_SHUTLE.P11 SPACE.C L\_HOUSE.P11  
R\_COSTEP.P11 R\_MANDEL.P11 L\_CADLOG.P11  
L\_SHUTLE.P11 R\_COILS.P11 SPACE.PRG DESK-  
TOP.INF Need StereoTek Glasses for "best" viewing  
of STSLIDE.PRG files; not for SPACE.PRG files.

**#32 — ANTIC'S CYBERSCAPE DEMO** - Color

and 1 meg needed - double-sided SCAPE10D.DLT  
SCAPE30D.DLT SCAPE20.PC1 SCAPE00.PC1  
CRACKLE.SND MOTOR2.SND TFORM1.SND  
THUNDER.SND SCAPE00D.DLT RUNSCAPE.PRG  
SCAPE.CYB S20\_ERAS.DLT DIZZOUT.SND  
REZUP.SND TFORM1B.SND ZAPP.SND  
CYBSND2.PRG SCAPE20D.DLT SCAPE30.PC1  
TITLE.DLT BUZZ.SND DOPPLER2.SND  
SNAP.SND TFORM2.SND DESKTOP.INF Excellent  
3D animation!!!

**#33 — PC PURSUIT UTILITIES** - Includes  
Mark Asbell's GeeWhiz autodialer BCSATARI.DO  
NEW\_NODE.TXT PCP\_HELP.TXT AZPHO.DIR  
CAOAK.DIR CASAC.DIR CASFA.DIR  
CTHAR.DIR FLTAM.DIR MABOS.DIR  
MOKAN.DIR NJNEW.DIR ORPOR.DIR  
TXHOU.DIR WIMIL.DIR GWPCPD12.ARC  
PAS3S.ARC ARCX.TTP CAGLE.DIR CAPAL.DIR  
CASAD.DIR CASJO.DIR DCWAS.DIR  
GAATL.DIR MIDET.DIR MOSLO.DIR  
NYNYO.DIR PAPHI.DIR UTS LC.DIR  
LOGONFO.REM PCPBBS2.ARC CALAN.DIR  
CARIV.DIR CASAN.DIR CODEN.DIR FLMIA.DIR  
ILCHI.DIR MNMIN.DIR NC RTP.DIR OHCLV.DIR  
TXDAL.DIR WASEA.DIR

This is only the beginning of our growing  
PD Library disks. Updates to the list will  
be available on a regular basis.

Prices are as follows:

For S.S.A.G. members → \$2.00 if you  
supply disk / \$4.00 without General  
public → \$3.00 if you supply disk / \$5.00  
without Prices subject to change without  
notice. Disks will be available at all  
S.S.A.G. meetings, which are held the  
third Friday of each month, 7:00 pm, at  
Computer Cache in Quincy. Orders will  
also be available by mail-order in the  
future.

This listing will appear regularly at the  
S.S.A.G. BBS — 617-331-9640 or TOAD  
HALL EBBS — 617-567-8642 or HAR-  
BOUR LIGHT BBS — 617-472-1503

Leave any questions/requests for Dana  
Jacobson



# ATARI NEWS

Submitted By Pat Manzo

## These Two Reports On What Appears To Be The Glendale Atari Fair Were Posted On A Bulletin Board In New Jersey

- SPECTRE 128. It's here, NOW. David Small brought 200 copies out to Glendale, and were they selling! The price is around \$180 — Make your checks out to "Gadgest By Small". David (a very funny and fun guy) was accompanied by his wife Sandy, his infant son, and a few friends. And yes, I did see Hypercard running on an ST with my own eyes. David also gave a humorous talk on the development of the Spectre, and denies any plans to do an Amiga emulator for the ST or a Mac emulator on the Amiga.

- Genlock for the ST was demonstrated, in an open-board "final" version. JRI says they're only waiting for the FCC, and then they'll ship. It's very impressive — An ST Cyberpaint animation was being superimposed over a music video, and the Genlocked result was being shown on both a standard TV and the SC1224 (how do they do that?). Ready to tackle the Amiga?

- Neocept, makers of FONTZ! and WORDUP (a great word processor — an unsolicited endorsement) were present. Nothing major was presented, although the new version of WordUp, with numerous minor bug fixes, is expected to ship in two weeks. Registered owners will receive a card in the mail about the upgrade procedure. Neocept also says they'll gladly take user input for improvements for their products — Just drop them a line.

- Animation buffs like myself will be happy to hear that FILM DIRECTOR is finally being released. Epyx has gotten the rights to this two-year-old cel-based animation program, and it has been SUBSTANTIALLY improved (16 screens for cels, runs in 512K, better user interface, etc.). It should be out in October, and the \$50 price tag gets you both FILM DIRECTOR and ART DIRECTOR — A bargain! Maurice Molyneaux (a fun guy to chat with, a real

professional artist) had a lot of input into the final user interface, and it shows. I can't wait.

- Megamax was also showing their soon-to-be-released Laser DB. It's a source level debugger for Laser C, and offers lots of features — Source-code trace viewing, register value displays, breakpoints, multiple windows. If you liked Laser C, you'll want this.

- Codehead software was also demonstrating G+PLUS (I won't say anything about this, everybody and his cousin knows about it by now) and a new product called MULTIDESK. MDesk allows you to have 16 accessories of your choice in ONE menu slot. Even better, you can clear out and load NEW accessories at any time! You can also change the name MultiDesk registers itself on the menu, so you can have six copies of Multidesk — each one with 16 different accessories — for a mind-numbing total of 96 accessories available simultaneously. Future products promised include FatBack ("A unique hard disk backup system") and CodeHead Utilities (A collection of programs and accessories).

- ICD was present and selling their cartridge-based SPARTADOS X. My friend bought a copy (\$80, on a piggyback cartridge), and it appears to work just fine. Improvements include 1000+ files per directory, faster disk access, and built-in ARC/ALFCRUNCH support. The manual is still a preliminary copy, however, but ICD promises to send out the finals to registered owners when they become available. They also showed their FA-ST hard drive, available for 8-bit or ST hookup.

- Regent Software was selling copies of REGENT WORD II for the jaw-dropping price of \$15 each — Not \$15 off, \$15 EACH.



## The South Shore Atari Group Newsletter

\* Broderbund, surprisingly, was present. They were showing their new Typhoon Thompson game for the ST (known on the Apple II as Airheart), as well as Star Wars (imported from Europe; Broderbund is distributing). A version of Karateka for the ST is promised, and "maybe" Print Shop, but little else. (The dealer was frank in why there was less Atari support — "Our biggest market is the IIGs"). No word on 8-bit support.

\* And now, the word from Atari. Conspicuous by their absence, none of the Tramiel family showed up. Instead, we were treated to Sig Hartman, who promised us that "[1989] will be a critical point for Atari in the US market". He also apologized for the lack of more ST's in America ("We had a limited number of Ataris, and we decided to put them in West Germany — If we didn't, there would have been a hole for the Amiga or the Macintosh to get in"), and pledged closed attention to the end users, through user groups and public information services. Sig refused to "officially" confirm/deny the existence of the Atari Transputer, the 68020/68030 workstation/machines, or anything else — except by saying "We're working on 7 or 8 products right now, and I can't say what they are." He did promise that 520/1040 owners will be able to get TOS and blitter upgrades, and that he will personally try to get more companies to produce 8-bit titles. In a related vein, Federated promised the increased development of "compu-centers" in all their stores, and the possibility of offering in-store servicing for Atari products. They are also supposedly toying with the idea of carrying hardware accessories (boards, wiring, etc.) in the centers.

\* Pledged to appear — but never did — were Data Pacific and Antic. Dealers who did appear, but didn't produce anything major, included Astra systems, Michtron, Migraph, and Seymour-Radix. Bill Skurski Enterprises was present, peddling copies of his "New User's Guide to the Atari ST" (book and videotape), as well as Best Electronics, Logical Choice for Computing, Mid-Cities Comp/Soft, and Comsoft.

Robert Allen Jung □

CodeHead Software was showing G+plus, a "totally compatible" GDOS replacement program, that is faster and has the added capability of reloading fonts and device drivers without rebooting. I never got to

see it in action, so I couldn't verify the above statements. They were also showing MultiDesk, a program that can load up to 96 desk accessories, at any time without rebooting to load and 'unload' them. It takes up one regular acc slot. In addition, it allows the use of some sort of macro files to load in a predetermined group of up to 16 accs. at once, with few mouse clicks. They are also the authors of TopDown, the program that cuts bootup time by putting auto programs and accs at the top of memory. Their address is P.O. Box 4336, N. Hollywood, CA 91607

JRI was showing a Genlock System for the Mega ST. They had a cute animation program running on top of video from a VCR. They showed the animation program by itself in one ST monitor and the combined output in both a TV and another ST monitor. The genlocking is fully hardware based, so that no supporting software is needed (i.e. choose from whatever paint program or animation package already available). It has a lot of features I won't mention here. They are tentatively pricing the card at \$500. They are currently awaiting FCC certification, and are planning similar device(s) for the low-end ST's.

Neoept was showing the WordUp wordprocessor there. As has been noted elsewhere, it was enjoying a good deal of popularity at the show, more so than the WordPerfect booth. Text routing is very sophisticated, very natural to use, and reasonably fast, as are screen updates of a window full of big fonts and pictures. The print quality is really professional, as is the screen output on a monochrome monitor. It wins hands down for ease of use over a lot of other WP type programs. For example, to include a picture along with your text, you practically just have to choose a filename, the text will automatically route around it (the picture appears right where the cursor is). Resizing or removing the picture is as easy as manipulating a miniature GEM window. The latest version has reportedly fixed the bugs in the initial release. Some of the printed pictures could have looked a bit better, though.

Practical Solutions was showing a triophonic/true stereo sound adapter board. Solderless and internal, it will be selling for \$50 starting November. This, in combination with Yamaha's new 10-bit pin compatible, functionally compatible version of the sound chip (anybody know where I can get one cheap?) could



## The South Shore Atari Group Newsletter

open up possibilities for much better sound right out of the ST. The extra bits make a big difference. Why, just think, 6 more bits and we have CD quality B-). Anyway, PS's Videokey composite/RF converter/audio line box goes for \$120. They were also showing their mouse, monitor, and drive master boxes, all three of which simply switch safely from one set of lines to another (\$40-50). They say they'll sell bulk ST floppy and monitor connectors for less than \$6.00 each.

Somebody (I don't know who) was showing midi-gram, what seemed to be a microphone that converted sung notes (i.e. sounds) into midi notes (i.e. binary), for use with any sequencer for recording. Don't know if this is specifically an ST product or simply a MIDI port hookup or what.

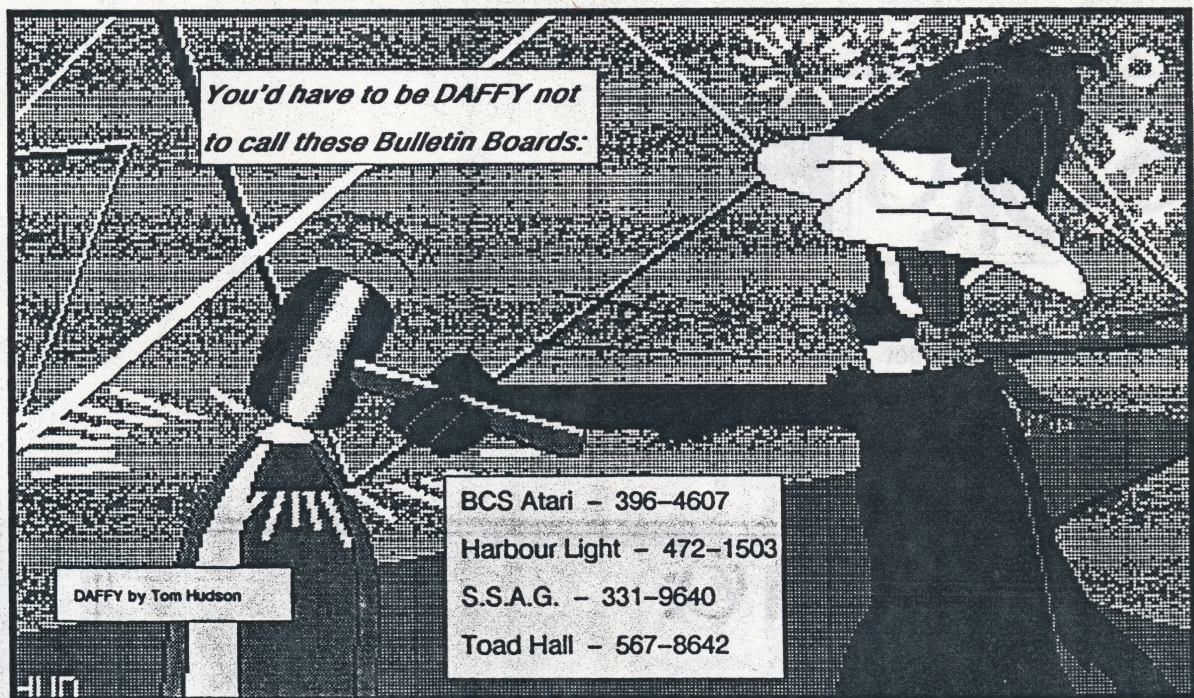
Of the few displays only showing games at this show (maybe the only one?), there was Broderbund. Nothing to note.

Antic Software was showing the usual 3D sterotek glasses (forms a crowd, but not really that impressive, folks). I didn't get to see their new CyberSculpt, the latest of Tom Hudson's creations, so don't ask. A lot of people were showing Spectrum 512 and Cyber pics, however — mainly to show off their monitors or monitor attachments or the speed of their hard drives and such.

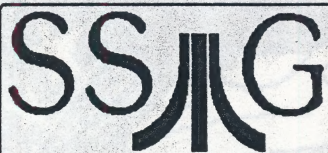
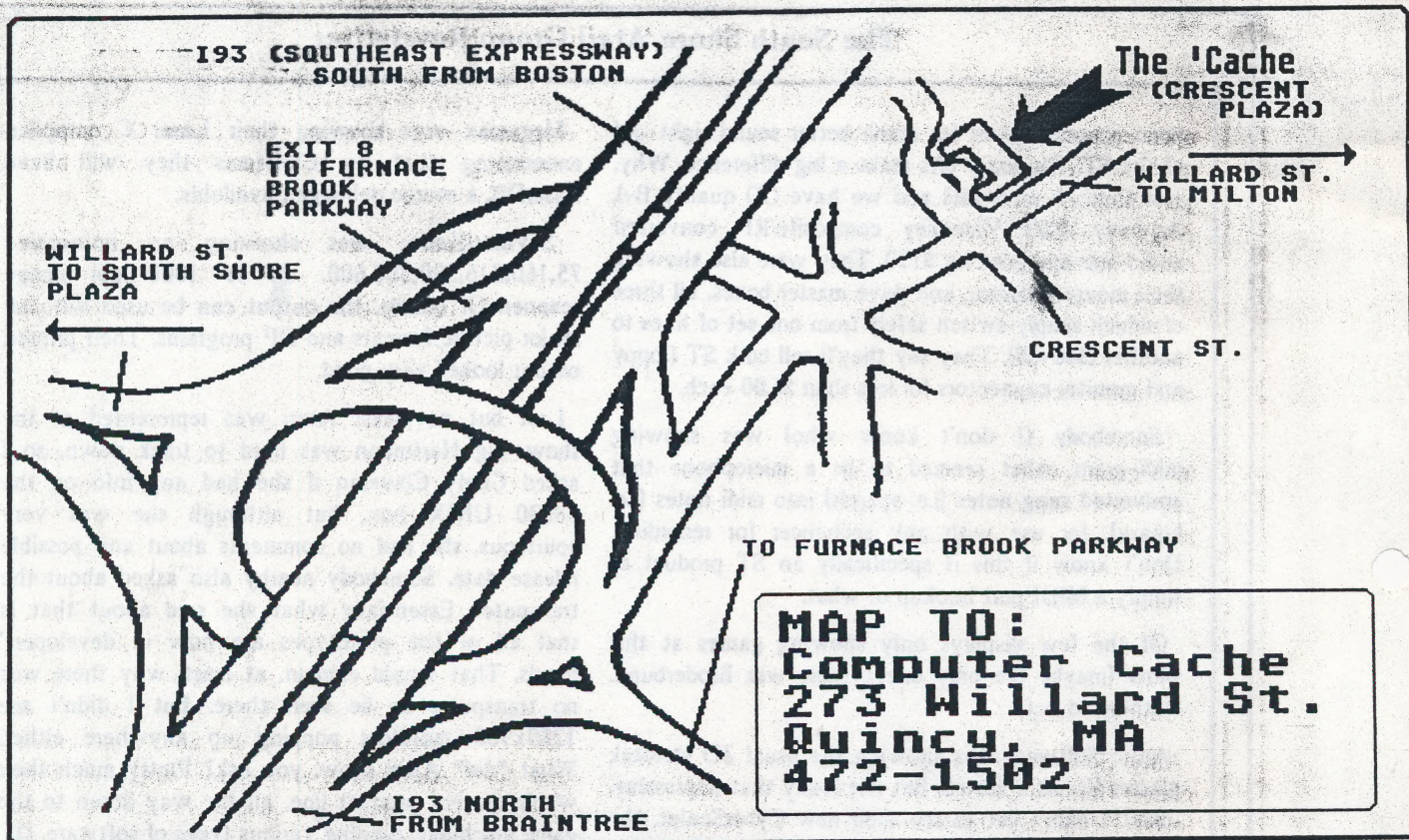
Megamax was showing their Laser C compiler, announcing that by Christmas they will have LaserDB, a source debugger, available.

Seymour/Radix was showing an impressive 75,160,216,300,360,600, up to 1000 dpi image scanner. Of course, the output can be used with all major picture formats and DP programs. Their printed output looked very good.

Last but not least Atari was represented at the show. Sig Hartmann was hard to track down, so I asked Cindy Claveran if she had any info on the 68030 UNIX box, but although she was very courteous, she had no comments about any possible release date. Somebody nearby also asked about the transputer. Essentially what she said about that is that all of the prototypes are now in developers' hands. That would explain, at least, why there was no transputer to be seen there. But I didn't see 1280x960 monitors popping up anywhere either. What "did" Atari show, you ask? Pretty much their whole current product line, all the way down to the game machines, running various types of software. □







South  
Shore  
Atari  
Group

c/o: Dave Read  
1331 Washington Street  
Abington, MA 02351-1945

TO: